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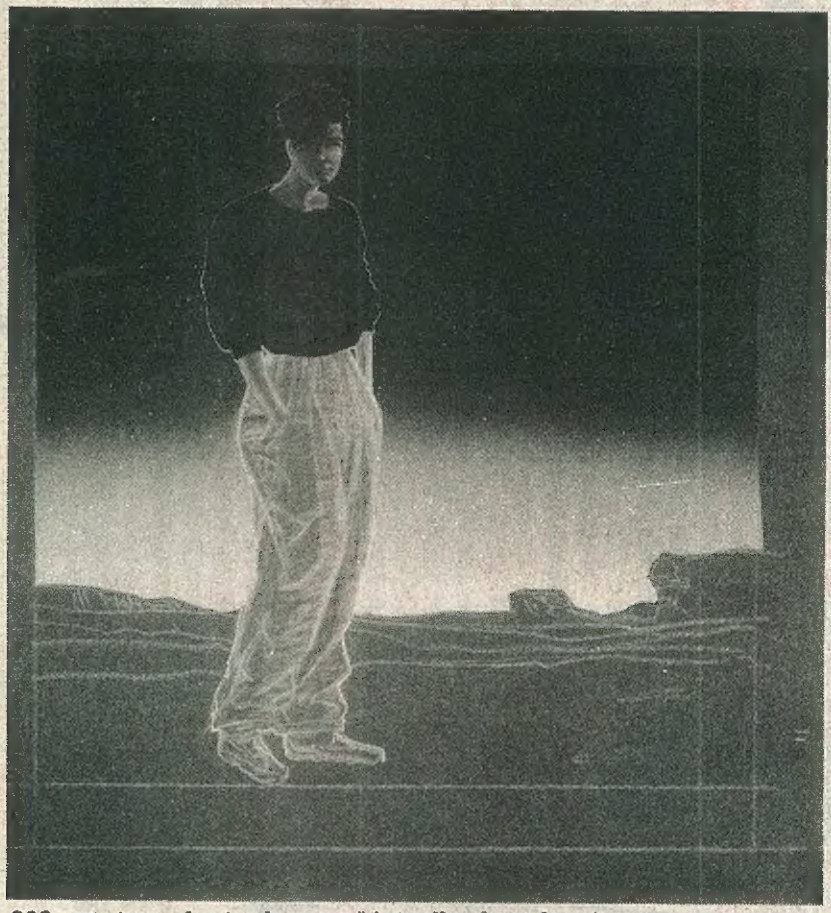
COMIC SHOP NEWS

Why *Does* Kyle Baker Hate Saturn?

Piranha Press has been busy signing a number of major talents to its growing line of books; now Kyle Baker has joined the Piranha pool of talent with a new 208-page two-color trade paperback, ***Why I Hate Saturn***, which is set for Spring 1990 release.



Why I Hate Saturn, according to Mark Nevelow, editor/publisher of Piranha Press, "chronicles the heart-warming relationship between two sisters, one of whom thinks she's from Saturn. The other is insane.

"Written with warmth and insight, Why I Hate Saturn lets us laugh at ourselves, but mostly at others. With lighthearted humor and compassion, Baker pokes fun at alcoholics, the mentally ill, the homeless, and women," Nevelow said. "Actually, he takes it easy on women, because some of his girlfriends can read. If you loved Kyle Baker's work on ***The Shadow*** and ***The Cowboy Wally Show***, you'll love ***Why I Hate Saturn.*** If you hated his work on ***The Shadow*** and ***The Cowboy Wally Show, Why I Hate Saturn*** is something completely different."

Baker is best known as an artist, but Piranha Press is confident that ***Why I Hate Saturn*** will firmly establish his reputation as a writer as well. The book will be presented as a duotone trade paperback--a format popular overseas but less common in America.

Unlike many duotone books that try to use a distinctive second color, editor Mark Nevelow says, ***"Why I Hate Saturn***'s second color will be gray. I know that sounds odd, but believe me, it looks beautiful. When I first talked this over with everyone, they began explaining the basics of printing to me like I was a simpleton. 'You know, Mark, you can get gray with black ink by screening it,' they said. 'I know,' I told them, 'but this is going to look so much better.' Believe me, it does; it gives the book a dimensionality that standard black and white printing just can't achieve."

by WAYNE LEE

THIS WEEK IN *COMIC SHOP NEWS!*

X-MEN WILL EXPLORE DAYS OF FUTURE PAST

NEW BOOK EXPLORES BATMAN'S FIRST 50 YEARS

BILL WILLINGHAM RETURNS TO HIS ELEMENT

SHADE THE CHANGING MAN RETURNS TO DC

COMMANDOSAURS RESCHEDULED AND REFORMATTED

AC UNVEILS *COLLECTOR CLASSICS*

SPOTLIGHT ON ROGER SALICK

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A Comics Specialty Outlet

Eternity Unveils Its Plan Nine

In ***The Golden Turkey Awards***, authors Michael & Harry Medved named it the worst film ever made. "At one point, David Letterman was showing the film in thirty second installments on ***Late Night***," Tom Mason of Eternity said.

The film is ***Plan Nine From Outer Space***, Edward D. Wood's low-budget science fiction film that combined the "talents" of Vampira, Tor Johnson, Criswell, and a *very* old, *very* ill Bela Lugosi—who barely began his work on the film before he died. "Lugosi died two days into the filming," Mason said, "and his part was taken over by Wood's chiropractor." The film also made use of Bela Lugosi home movies for some footage, requiring Wood to alter his script—or what passed for a script—to account for the change in plans caused by Lugosi's demise.

"This is going to be fun," Mason said. "Everybody wants the blockbuster movies—the ones with big-name talent, big budgets, and quality production values. We wanted to go in the other direction. And what better movie to adapt than ***Plan 9 From Outer Space***?" The graphic novel adaptation has quite a built-in audience; the film is very popular at conventions and midnight movies and has done very well on video cassette. A musical based on the film is currently touring the country.

Eternity's ***Plan 9 From Outer Space*** will be published as a one-shot sixty page squarebound graphic novel. The film will be adapted by ***Twilight Avenger*** author John Wooley. "No one sets out to deliberately make a bad movie, even Ed Wood," Wooley said. "Somewhere beyond the cheap sets, horrible acting and dime-store special effects is a very horrifying tale of invaders from outer space re-animating corpses. That's the story that I want to tell—as close to Wood's original as I can get."

Plan 9 From Outer Space—originally entitled ***Grave-Robbers From Outer Space***—debuted in 1959. Eternity is hopeful that their graphic novel will appear on the thirtieth anniversary of the film's release.

by Wayne Lee

Abandon Hope, All Ye Who Enter Here

Remember *Inferno*, the mega-crossover story involving Marvel's mutants and heroes? You might recall that the X-Men won—but what if they hadn't? That's the premise of ***What If #6***, on sale August 17th; the story by Danny Fingeroth, Ron Lim, and Keith Williams shows readers how the Marvel Universe might have been affected had the X-Men been defeated.

In this story, the Earth is overrun with demons, Wolverine turns against his fellow X-Men, Dr. Strange must ally himself with Baron Mordo—and things go downhill from there!

by Kim B. Pearson

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COMIC SHOP NEWS™
From A Comics Specialty Outlet

Rebuilding the Legion

Looking forward to a brighter future? So were the members of the Legion of Super-Heroes—and look what's happened to their world in a mere half a decade!

The Dominators are in control of the Earth, a planet that has gone from a technologically advanced wonderland to a grim and foreboding world. The intergalactic government has collapsed. The Legion of Super-Heroes has been disbanded and its members have migrated back to their home worlds. The civilized known universe is falling apart, tending towards chaos. This is the world of ***The New Legion of Super-Heroes.***

The Legion of Super-Heroes has been a mainstay of DC's Silver Age. For over thirty years—since its debut in ***Adventure #247***—the Legion has represented the best of DC's future. That was the problem, though; the premise had continued, albeit with some modifications, for quite a while, and many fans felt that the Legion in its old incarnation was getting a little tired.

When Paul Levitz decided to give up writing the Legion after the *Magic Wars* storyline, a new idea was born. Move the Legion five years into their future, make some dramatic alterations in the status quo, and re-form the group as a new Legion. Bring in some new members; make some meaningful changes in older members. And give the Legion of Super-Heroes a mission more lasting than fighting a super-alien here and a technological whiz-kid there; let them try their hands at rebuilding society into the world they remembered.

Enter Keith Giffen—although *enter* isn't quite correct, since Giffen rejoined the Legion time over a year ago as artist of the series. This time, though, Giffen will do more than pencil the Legion's adventures—he'll be plotting them as well. Joining him will be scripters Tom and Mary Bierbaum and inker Al Gordon.

With the debut of the new Legion, DC found it appropriate to re-tell one of the most popular adventures of the old Legion: ***The Great Darkness Saga***. The storyline, which originally ran in ***Legion of Super-Heroes #290-294***, was one of the key Legion adventures that helped to established Keith Giffen as a fan-favorite artist. These stories will be collected into one trade paperback on September 28th. The plot pits the Legion against Darkseid to avert a final future Apokalips. Paul Levitz is the author of the five-issue storyline, and Pat Broderick and Larry Mahlstedt art complete the volume. As an added bonus, the $17.95 trade paperback will reprint the long-unavailable Keith Giffen Legion of Super-Heroes poster from a few years ago, complete with an identification key for the cast of characters.

The New Legion of Super-Heroes #1 will be published in the same deluxe format as was used for the old Legion incarnation. The first $1.75 issue should be available in comic shops on September 14th. ***The Legion of Super-Heroes: The Great Darkness Saga*** will ship two weeks later, priced at $17.95. Together, the two publications should mark the beginning of fall a very bright time for Legion fans.

by Cliff Biggers

Sue Moves From Honky-tonks to the Man Canyon

Honkytonk Sue, the creation of Bob Boze Bell, starred in a series of four comics in the late 1970's; since then, though, Sue has been noticeably absent from the comics scene. She returns with a vengeance this July, though, in an all new graphic novel, ***The Man Canyon.***

"It's good to finally be back after I learned how to draw," Bell said. "It's hard to believe it's been ten years, but I'm excited about offending everyone."

Bell has no fear of controversial subjects. One of the major storylines in this graphic novel concerns abortion and the pro-life movement, which becomes a subject of dark humor in this story—but then again, almost everything is a subject for dark humor in Bell's book, which is designed for "anyone with a high IQ—those who are looking for something different in comics, something more legitimate...But certainly not my mother," Bell said. "It may offend you. If not—well, I tried."

The graphic novel begins with Honkytonk Sue waking up in a strange motel with a bad hangover and a box with a half a million bucks in it. In the course of this 112-page story, she finds herself involved in a murder—and possibly falling in love with the murderer of the man she believes is the father of her child.

The child becomes the issue between the Hupai Indian tribe and the religious right, which is where the questions of pro-life and pro-choice come in. The graphic novel also takes Sue to New York City, quite a strange place for a longtime cowgirl.

Eclipse Publisher Dean Mullaney is quite excited about Bell's return to Eclipse. "A true graphic novel is a rarity," he said. "Most graphic albums are genre fiction—either short stories or collections. But, like Art Spiegelman's ***Maus, The Man Canyon*** is designed to be a novel for the mainstream market.

"I'm pleased to be able to bring Honkytonk Sue back into the public eye," Mullaney continued. "***The Man Canyon*** is her greatest adventure to date. I think Bob Boze Bell is going to receive a lot of praise for this unique graphic novel."

The Man Canyon will be published as a full-sized 8 1/2" x 11" graphic novel, featuring 112 black-and-white pages of Bell's finest work yet for $9.95. ***The Man Canyon*** is scheduled to reach comics shops on July 27.

by Kim B. Pearson

NEWSBRIEFS

X-MEN EXPLORE DAYS OF FUTURE PAST

One of the most popular storylines in X-Men history was ***The Days of Future Past***, the two-issue miniseries-within-a-series from ***X-Men*** #141 and #142 that features an adult Kitty Pryde travelling back in time to attempt to alter present day events in order to change the future--a future in which the Sentinels have destroyed the X-Men and have come to dominate the society. ***The Days of Future Past*** is a grim, powerful story by **Chris Claremont, John Byrne,** and **Terry Austin** that all too many X-Men fans haven't had a chance to see--until this September, when Marvel will offer the story in a book-shelf-format special edition priced at $3.95. **Jackson Guice** will contribute a new cover for the issue, which goes on sale September 14th.

FIRST TEAM RAISING KANE WITH BATMAN PRINTS

So what is most likely to be this year's ultimate ***Batman*** collectible? That's subject to debate, but the odds are that the most valuable item to come out this year will be the signed and numbered **Bob Kane *Batman*** art prints offered by First Team Press. These prints, priced at approximately $300 each, will be individually signed and numbered by Kane; the total print run will exactly equal orders received by early August. The two prints, one featuring the classic Golden Age Bob Kane Batman and the other featuring an image of Michael Keaton and Jack Nicholson as Batman and the Joker in the current film, will be available as an unsigned set as well; the unsigned prints will be priced at $135-$150 a set. Since these are very expensive, very hard-to-find items, be sure to tell your local comic shop immediately if you want either edition of these prints—and tell 'em that ***CSN*** sent you.

OMAHA EXPLORES NEW DIMENSIONS

Omaha the Cat Dancer has consistently been one of the most popular adult comics published; since its inception, **Reed Waller's** and **Kate Worley's** anthropomorphic heroine has enthralled fans who haven't been able to get enough of her adventures in the irregularly-published comic book. Two trade paperback collections and a picture-disk album have helped to satisfy the Omaha collectors -- but they still kept asking Kitchen Sink for more Omaha.

When **Denis Kitchen** began exploring the possibilities of offering hand-painted three-dimensional castings of various comics characters, it was only natural that one of his first choices would be Omaha. The character's shape certainly lends itself to three dimensions; furthermore, with the average Omaha collector being older, those fans would be more likely to be interested in a more expensive collectible. That's why ***Omaha the Cat Dancer*** was chosen as the first limited-run statuette from Kitchen Sink. The Omaha figure is faithfully based on the character as portrayed in the comic book; **Steve Kiwus**, who is the sculptor of the Graphitti Designs figurine of Betty from the Rocketeer, did this figure as well. Only a limited number will be made, and each figure will be painstakingly hand-painted. The figure will sell for $49.95; because of the special nature of this collectible, any fans who are interested should be sure to let their local comics shop know as soon as possible—and tell 'em you heard about it in ***CSN***.

DARK HORSE HAS DARROW COVERED

Geof Darrow was virtually unknown in America prior to Dark Horse's announcement of ***Hard Boiled***, the limited series Darrow is doing with **Frank Miller.** Many fans are now intensely curious about Darrow's art, which they've seen all too little of. Dark Horse will give them a glimpse of Darrow's work on the cover of ***Cheval Noir #2***, on sale in mid-August; Cheval Noir will feature work by **Andreas, Tardi, Peeters and Schuiten, Druillet, Bolton, Cossue, Boiland,** and Darrow again. The 64-page black-and-white perfect-bound comic will carry a $3.50 price-tag.

BILL WILLINGHAM BACK IN HIS ELEMENT

The return of ***The Elementals*** to the regular Comico monthly schedule has made a lot of fans very, very happy--but some of them have continued to lament about the lack of **Bill Willingham** artwork on the series (which he still writes, but doesn't have time to draw regularly). Comico's **Michael Eury** recently revealed that Willingham will be doing some more ***Elementals*** artwork in the near future, though; first, he'll be illustrating a ***Morningstar*** one-shot, and second, he'll be dong a special issue of Elementals devoted to Ratman. ***CSN*** will bring you more news about the release dates on these books as soon as it's available.

COMMANDOSAURS RESCHEDULED AND REFORMATTED

Mirage Press' ***Commandosaurs,*** the limited series about intelligent and technologically-advanced dinosaurs that was set to begin this June, has been rescheduled. The first issue of ***Commandosaurs*** won't be out until this fall, probably in October. In addition, the collaboration between **Peter Laird** and **Stephen Bissette** has also moved to a new format; it will be the first mini-comic miniseries from Mirage.

The new sixteen-page-per-issue eight-issue limited series will kick off what will probably be a line of mini-comics. So just what does Mirage mean by "mini-comic"? As some ***CSN*** readers know, many independent publishers use the term "mini-comic" to refer to a comics that is about a quarter the size of standard comic books in height and width; other publishers use the term to refer to any 12 to 16 page comic book. Which does Mirage have in mind? As soon as ***CSN*** finds out, we'll let you know!

HIGH-CALIBER HOT-SHOTS

Hot Shots, a new Caliber Press title debuting this August, features a science fiction-oriented storyline created by **Stan Timmons and Gary Thomas Washington.** The book is set on a dying Earth—a planet being ruined by its own inhabitants' pollution. The Eco-Cops are formed to help protect the planet and to enforce environmental regulations and restrictions. These Eco-Cops are known by the citizenry as Hot-Shots—and, as you might expect, their exploits are the stuff ***Hot Shots*** are made of. Each issue will be priced at $1.95.

GREATER MERCURY GETS A DOUBLE GRIP ON GRIPS

Grips, the star of the Greater Mercury Comics line, will appear in a second ongoing title beginning in September. ***Grips Volume 2 #1*** will appear the same month that ***Grips Adventures #2*** hits the stands; each $2 comic will feature Grips in gory action just like always (although *without* the art of **Tim Vigil**, whose work made the series a cult favorite from the beginning). From Greater Mercury's descriptions, it appears that ***Grips Adventures*** will team Grips with other heroes, while ***Grips*** will feature him in solo action. Find out for yourselves in September!

DC SHEDS LIGHT ON SHADE

Shade the Changing Man, the Steve Ditko creation that was featured in its own comic in the late 1970's, hasn't been forgotten over at DC. **Pete Milligan**, the writer currently known for his limited series ***Skreemer,*** will be writing a new ***Shade the Changing Man*** twelve-issue maxi-series that involves Shade travelling through America. Milligan, one of several prominent British comics writers who have been hard at work for DC recently, visited America recently and spent three weeks travelling around the country to gather information for the maxi-series.

No artist has been chosen for ***Shade*** yet, but editor **Karen Berger** is considering a variety of artists for the job.

If you can't wait until this series is on the schedule, you can at least take a look at Shade's exploits as one of the members of ***Suicide Squad*** in current issues of that series' title.

BY THE LIGHT OF THE SILVERY MOON

Bruce Banner used to have a real fear of night; back in the early days of the Hulk's existence, he changed from Banner to his gray Hulkishness when the sun set. Pretty soon all that changed, and now he's Hulk almost all of the time. In ***Incredible Hulk #362,*** he meets up with another character who isn't too happy about nightfall: Werewolf by Night. The werewolf returns in a story written by **Peter David** and illustrated by **Jeff Purves and Marie Severin**; look for it on August 17th.

ETERNITY INVADES THE BEACHES

Amazing Heroes' swimsuit issues have become more and more popular as years go by, so Eternity is confident that readers who can't get enough of their favorite comic heroes and heroines in swimsuits will jump at ***Beach Party! #1,*** an August release. "It's time for fun," Eternity Creative Director **Tom Mason** said. "We figured our creators were ready for a break, itching to cut loose a little, and what better way to let them spend a day at the beach?" The forty-page pin-up book will feature artwork by **Jason and John Waltrip, Rob Davis, Michael Shaw, Uriel Caton, Myke, Jimmy Palmiotti, Ben Dunn, Howard Simpson,** and many others. **Dave Keown**, known for his work on ***Dragonforce,*** will provide the cover painting for the $1.95 book, which will be available in August.

HAMSTERS COLLECTED

When the ***Teenage Mutant Ninja Turtles*** became overnight stars in the comics world, one of the first comics to spoof that title was **Chin's** and **Parsonovich's *Adolescent Black Belt Radioactive Hamsters.*** The Hamsters' series has come to an end since then, but the early original issues are still often-requested by Turtles fans. That's why Eclipse is offering a trade paperback reprinting the first four issues of the series, along with an all-new full-length Chin-Parsonovich story that takes the Hamsters into New York City's underground to fight four somewhat twisted (and greedy) turtles named Van Gogh, Picasso, Pollock, and Warhol. (Gee, over in the pages of ***Teenage Mutant Ninja Turtles*** from Mirage, the hardshell heroes are in the midst of a New York adventure--makes you wonder, doesn't it?...) Look for this 120-page $9.95 graphic album in early August.

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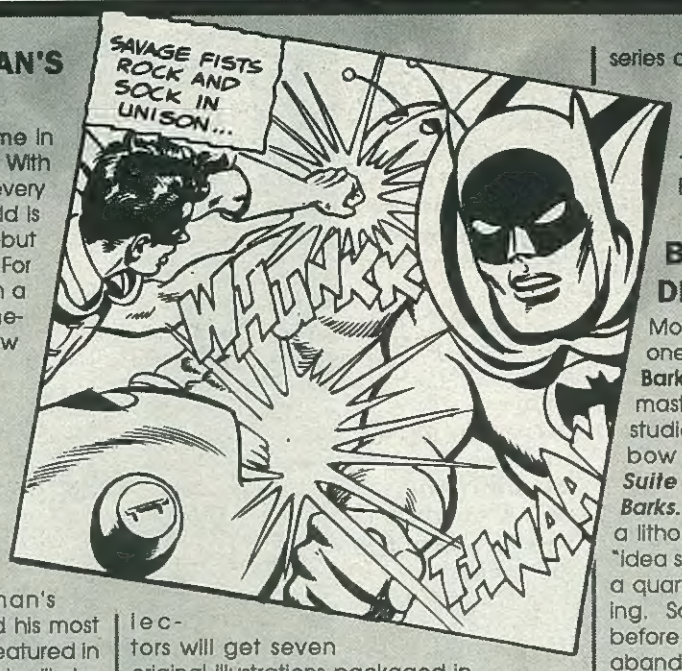
NEWSBRIEFS

TAKE A LOOK AT BATMAN'S FIRST HALF CENTURY

Batman has certainly had his time in the spotlight this year, hasn't he? With the film drawing record crowds every day, it seems like the entire world is aware of who Batman is now--but what about who Batman *was*? For fifty years now, Batman has been a mainstay of comics and other media, but many ***Batman*** fans know very little about his history.



Tales of the Dark Knight: Batman's First Fifty Years 1939-1989 by Mark Cotta Vaz offers an in-depth look at Batman the character and Batman the comic book creation. The 208-page $17.95 trade paperback from Ballantine Books will explore Batman's changes, his rogue's gallery, and his most important covers (which will be featured in a 16-page color section). The book will also look behind the scenes at the men who made Batman great, from **Bob Kane** and **Jerry Robinson** to **Frank Miller** and **Pepe Moreno** (whose ***Digital Justice*** computer-produced graphic novel will be available late this year). This is a must-have item for all Batman fans, whether they've just succumbed to Batmania or (like the publishers of ***CSN***) have had a long-term case of the bat-disease.

MAKE ROOM FOR ALF-ER FLIGHT!

Alf meets the X-Men? Well, not exactly —but he does manage to get involved in a pretty good send-up of the popular mutant team in ***Alf #22***, on sale August 10th. In that issue, Alf joins the Michigan Wolverine, Molossus, Brogue, Psych-Major, and Haagen-Dazzler in a rather off-beat adventure presented by **Gallagher, Manak,** and **Severin.** This story was originally scheduled for ***Alf #18***—but Marvel promises that you'll see it for sure this time!

DUURSEMA SHOWS SPIRIT

Jan Duursema is one of the few women illustrating comic books today; in a field very male-dominated, Duursema has made quite a reputation for herself with her strong artwork, dynamic layout, and detailed execution. "Jan's women go a step beyond the helium-breasted fluff so prevalent in comic art," **Barbara Kesel** has said of her work. "They are powerful but still sexy, an interesting blend of strength and grace." Collectors who want a chance to see more of Duursema's women will be pleased with ***Spirit Guides,*** a portfolio from Peregrine Publishing. This signed and numbered portfolio is limited to 1500 copies; for $20, collectors will get seven original illustrations packaged in a presentation folder featuring a watercolor painting and a profile of Duursema—and all this is included in an illustrated 12.5" x 18 1/2" envelope. ***Spirit Guides*** is a portfolio focusing on sorceresses; Peregrine Publishing describes it as "a study of the female embodiment of wondrous magic and bewitching beauty....accompanying each in her natural element is her 'guide,' or familiar." ***Spirit Guides*** is scheduled for August release; as with all limited edition items of this sort, ***CSN*** urges you to let your local comic shop know right away if you want a copy for your collection.

LEATHER AND LACE AND PLASTIC

Leather and Lace, the upcoming title from **Barry Blair** and Aircel, will be offered in two different formats when the book is released in July. As ***CSN*** has already told you, there will be an adults-only version and an all-ages version of the book. To help ensure that everyone can tell the two editions apart, Eternity has said that they will ship the adult version pre-bagged a la ***Uncensored Mouse*** and Scimidar. The all-ages edition will *not* be bagged.

SERIES GOES HAYWIRE IN FINAL ISSUE

Haywire has been a bit of an enigma in his own comic book; a lot of that enigma will be cleared up in the pages of ***Haywire #13***, which will reveal who--or what--Haywire is. This is also the final issue of Haywire—which makes it a good issue to wrap things up and explain everything to the readers! **Michael Fleisher** and **Vince Giarrano** will be on hand on July 20th the clue everyone in, so don't be late!

TOMMY & THE MONSTERS FINDS A NEW HOME

This summer has been a real scheduling jumble for a number of publishers; several books announced from one company have ended up on the schedule of another, confusing fans who are trying to keep up with who's doing what. ***Tommy and The Monsters,*** a title originally announced as a Nicotat release, is just such a book—it was initially scheduled several months ago and never appeared, which certainly frustrated fans whose interest had been aroused by the nifty **Arthur Adams** cover.

Tommy and The Monsters will finally make its long-overdue appearance this August, albeit from a new publisher with the appropriate name of New Comics. The Arthur Adams cover is still there, along with the interiors by **Will Jacobs and Gerard Jones** (of ***The Trouble With Girls*** fame), **David Williams, and Gary Martin.** ***Tommy and The Monsters*** will be a four-issue limited series about Tommy and his buddy Space Fargo, who have to face off against Martians, mutated babies, bugs enlarged to alarming proportions and miscellaneous monsters. Each issue will be priced at $1.95.

BARKS STUDIES GETS DELUXE TREATMENT

Most artists' studies go unseen by anyone except for a few art directors. **Carl Barks** fans will have a chance to see this master duck artist's preliminary painting studies this August when Another Rainbow releases ***A Second Lithographic Suite of Preliminary Paintings By Carl Barks.*** Before Barks does a full painting for a lithograph project, he does preliminary "idea sketches" in oil on Masonite at about a quarter of the size of the planned painting. Some of the paintings are reworked before the final version is done; others are abandoned as unworkable or inappropriate. Generally, these preliminary sketches are never seen by the artist's followers.

Another Rainbow released its first set of ***Preliminary Paintings*** in 1986 and quickly sold out. Now ten more preliminary paintings have accumulated, and Another Rainbow plans another edition. The continuous-tone lithographs of these ten paintings will be produced by the same printer who produced the gorgeous ***Mickey Mouse in Color.*** Each set comes in a 17 1/2" by 15 1/4" portfolio folder and includes a "history of the edition" that gives information about the paintings and Barks' comments about each one. Each print has been initialed and Barks' signature is on the numbered certificate of authenticity. The individual prints and certificate are suitable for framing.

The second suite will include "Stamp Collectors Bad Moment," "First National Bank of Cibola," "Sheriff of Bullet Valley," "Trespassers Will Be Ventilated," "Trail for the Forty Thieves," "Makings of a Fish Story," "Among His Souvenirs," "In Uncle Walt's Collectery," "Return to Plain Awful," and "Money Lake." The suites will be priced at $195-$295 each, depending on the number (lower numbers cost more). If you're interested in a copy of this 500-edition suite, let your local comic shop know as soon as possible—and tell 'em that ***CSN*** sent you!

NAUSICAA GONE WITH THE WIND BUT BREEZES BACK IN

The Viz hit ***Nausicaa of the Valley of Wind Book One*** is wrapping up in August with the release of the seventh issue; Viz says that fan response to this series about a young princess' quest for knowledge about herself and the dangerous environmental concerns of the world around her has been so strong, though, that they're not going to take their usual break between the first and second books of the series. Instead, they'll move right into ***Nausicaa of the Valley of Wind Book Two*** in September, complete with the same team that originally brought readers Miyazaki's story.

Toren Smith, David Lewis, and **Tom Orzechowski** of Studio Proteus are the people who are responsible for making sure that this book reads and looks as good in America is it did in Japan—and your addiction to the book must indicate they're doing a pretty good job with it!

SJG MOVES INTO DE CAMP

Steve Jackson Games continues its addition of several popular fantasy worlds to its GURPS gaming system with the addition of **L. Sprague de Camp**'s ***Krishna*** series later this year or early next year. The Krishna books are swashbuckling space opera tales by one of sf's best-known authors. According to SJG, **Steve Jackson** will write the GURPS worldbook for Krishna; it will be followed by a series of adventures.

BYRNE CARDS SHOULD BE HOT

Comic Images has had a great deal of success with its various comic book trading cards—but one of their biggest sellers of all will undoubtedly be the ***John Byrne trading cards*** that they have scheduled for August release. The 45-card set will feature a selection of Byrne's best work from ***X-Men, Alpha Flight, Fantastic Four, She-Hulk, Captain America*** and other books, and will feature a plethora of heroes and villains from the Marvel Universe. The cards will be sold in 5-card packs for 50¢ a pack.

AC UNVEILS COLLECTOR CLASSICS

AC has been offering its fans more and more vintage reprints of classics of the 1940's and 1950's--much to the happiness of fans who can't afford those originals. Beginning in August, AC will make it easier for fans looking for these choice reprints to spot them on the racks; that's the month they unveil their *AC Collector Classics* imprint. The books that bear this company logo in their upper left corner will be reprints of classic material from the Golden Age of comics. AC will continue to concentrate on the post-war era in their reprints, covering that often-overlooked comics period of 1947 to 1955. Two books will carry the AC Collector Classics imprint in August; the first is ***Black Phantom #1***, a $2.50 black-and-white reprint that collects three Black Phantom stories from the hard-to-find (and very expensive) first issue of Black Phantom's own series. These stories from 1954 tell the story of a beautiful woman outlaw who was reformed by Redmask and appointed Redmask's deputy. The stories are illustrated by Golden Age favorite **Frank Bolle.** The other AC Collector Classics title for August is

Young Hero, featuring the Little Wise Guys. This kid group hold the honor of being the longest-running "boy gang" series in the history of comics, beginning in the pages of the original Daredevil and running for fifteen years! ***Young Hero #1*** will present two 1951 stories written by **Charles Biro** and illustrated by **Norman Maurer. Pat Broderick, Jim Sanders, and Norman Maurer** present a new cover for the issue.

TOADSWART HOPS ONTO SHELVES IN JULY

Tim Conrad's *Toadswart* was quite popular when it originally appeared in ***Epic Illustrated.*** This macabre horror fantasy brings together all the traditional elements: a doom-plagued castle, a misshapen dwarf, a mad prince and his princes in distress, loyal servitors and plotting courtiers, sorcerors, magic, monsters, and more. Conrad brings it al together in a 106-page story of madness, ambition, and murder. Eclipse will offer the collection as a black and white $9.95 graphic album in July; a month later, a limited edition hardcover will be released.

CSN SPOTLIGHT

BADGERING Salick

*Roger Salick, author of First Comics' latest First Fiction series **Sensei** and co-author of the upcoming **Hammer of God** limited series also from First, is a relative newcomer to comics, but not to writing. He initially got involved with comics because he won a writer's contest in Wisconsin; he had been writing for newspapers, but he wasn't involved with comics. Like everyone, he had read comics as a kid, but he didn't stay with the medium throughout his life. His background in martial arts (he's a black belt and an instructor, and has written articles for martial arts magazines) made him a natural for action-adventure writing. A friendship with Steve Rude and Mike Baron gave him an opportunity to do some work for First, where he proved that he could write as well as he could fight. In addition to working for First comics, he writes regularly for Jademan Comics, and he's done a Microchip backup in **Punisher**, along with Punisher's Fighting Techniques. **Charles Rutledge** visited Roger at his home in Wisconsin, where he talked about his new-found comics career.*

Sensei, your biggest work to date, has just begun a run as a four-issue limited series in the First Fiction line. What's the premise of _Sensei_, and how did the series come about?

Sensei is a story of a Twentieth Century martial arts master who simply cannot come to grips with his century; he really doesn't belong in this time. There *are* men like him. In a nutshell, it's about this man's efforts to go back to feudal Japan through his twin brother's time machine, called the time bender. These guys were separated at birth; their parents had a bitter divorce. The father was an austere martial arts master, a sensei of samurai heritage. The mother was a more contemporary figure, an actress from a family of wealth. They divorced; each took one son. One parent, the father, stayed in Japan and reared Tadashi as a martial arts master. The mother took the other son and went to California and educated him in the best schools. He was raised a Southern California kid in Hollywood, so he's thoroughly American. He's of Japanese descent, but he doesn't see himself as a Japanese; he's been raised in the American culture.. He's also one of the brightest minds on the planet. They're *both* prodigies in their own ways. One is an incomparable martial artist at a very young age--he's not only become one of the greatest masters of martial arts in the world, but he's also the grand master of shorin ryu. The other has a 200 IQ with a photographic memory; he's been hired by this monstrous conglomerate to build this time machine.

They wind up meeting in America. Tadashi is a violent man by code; he cannot stand idly by and tolerate injustice. If he sees something that is clearly wrong and it involves him, he cannot walk away; he feels compelled to act on it. He commits acts of violence in Japan that cause him to leave Japan earlier than expected. He goes to America and rescues someone who is a victim of a gang attack in an alley--he does this for the same reason, because he can't ignore injustice. He then goes to his brother. These are the conditions under which he first meets his brother, Ken. Ken realizes that here is his ideal candidate for his time machine experiment. His brother, the samurai, simply does not belong in the civilized Twentieth Century. So both men's needs are served. Tadashi would love to go back to Japan to live a life of a feudal samurai; he would find a time and a land where bushido, the code of the warrior, is honored. Ken's needs are served by finding the proper experimental subject for time-bending.

The launch goes awry, though, and Tadashi becomes split in two timeframes at once. Although he is launched into the past, his acts of violence in the past follow him; he can't escape the nature of his own character. He finds bigotry and injustice that are lifted quite literally from historical fact; I researched the Gold Rush days of Southern California quite a bit in preparing this book. Most of the incidents that I portray in ***Sensei*** actually happened. The hanging and the whipping scenes are factual; the Tong wars that I write about are also factual. This is a period of intense bigotry and cruelty. Tadashi winds up committing more murders back there, so that affects the fabric of time, altering the future of his own launch. As a result, he is simultaneously split in two time frames. Besides travelling into the past, he also ends up in an apocalyptic Earth future, where WWIII has decimated a lot of the planet. Ken is trying to get him back where he belongs and restore the balance--and that's what ***Sensei*** is about. It's about a man trying to find himself in the past and two brothers trying to reunite themselves. Also, in both the past and the future, Tadashi is finding forces of evil that he is trying to act against, because that's his nature.

The future Tadashi--what sort of villainy does he face?

I tried to pluck a probable villain from history. Fact always offers us more reprehensible villains than we come up with in our minds. The villain is basically a sort of Pol Pot kind of figure; as far as I'm concerned, this is perhaps the most evil villain of all. In ***Sensei***, I'm envisioning a future where missiles have blown things up, so most of the surviving civilization lives in fear. A movement emerges out of Japan--the assumption in this book is that Japan has been the first nation to be obliterated by nuclear weapons. This happened in WWII, according to ***Sensei***; America actually launched on Japan and committed the first act of nuclear genocide, almost wiping Japan out. There are some survivors from the atomic holocaust, and they have mutated into very, very large, powerful, scaly creatures who have an acute phobia against technology--and particularly against weapons of war.

If you remember the Pol Pot regime in Cambodia, you'll know that here was a guy who basically exhorted the countryside to kill anyone who had over an eighth grade education: lawyers, doctors, teachers, professors--anyone involved in science and research and education and so forth. That's what ***The Killing Fields*** was about. The people involved in this movement calls themselves the Morphs; this movement started in Japan and gathered steam, and it's come to America now. Gideon is the American extension of this Morph movement to stamp out technology and learning. The Morphs oppose any centers of culture, scientific experimentation, that sort of thing. I don't find that far-fetched if you remember Pol Pot. Anyway, they declare villages "sin places" if they think they're trying to develop advanced machinery or do

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experiments in science; they'll just burn the villages out and kill the inhabitants. That's the world into which Tadashi is thrown.

Curiously enough, he has almost a kindred spirit with these Morphs; although he deplores their methodology, here's a man who has no real use for technology. Tadashi doesn't like guns or missiles or any sort of weaponry where you can't see the eyes of your opponent and measure him man to man; he thinks that's the way it should work. He's an anachronism, a throwback who winds up in conflict with Gideon even though, to a certain extent, they think along the same lines. He has to fight these Morphs and keep his own sense of ethics. Tadashi is an honorable figure, but he's a little crazy, too.

Tadashi is based on an actual person, Tadashi Yamashita, a shorin ryu stylist you've trained with, right?

Yes, *CSN* readers would probably recognize him from *The Octagon* with Chuck Norris, or maybe *American Ninja* with Michael Dudikoff, but he has done a string of other films as well. He's been in a lot of different television programs, also.

Why did you base the character on Yamashita?

There was an incident that happened at a national tournament--it might have been at the Internationals in Long Beach--anyway, there was a semi-final match. Two fighters were going at it, two very skilled individuals. A call was argued, and a fighter didn't agree with the judges. Bad sportsmanship erupted out of this decision; the guy refused to bow to his opponent, refused to bow to the referee, and simply walked away. A lot of people were watching this, including Yamashita. At the far end of the gym, Tadashi Yamashita observed this behavior, which was the height of bad form; he walked over to the guy, who was sitting on the benches surrounded by about fifteen black belts from his school. They were an inner city group--real tough people. He told the guy to go back and bow, to show respect. The guy refused; the guy was standing up, Yamashita was standing up, and the tension was very strong. The guy felt pretty cocky, because he was surrounded by all his buddies. He refused to bow out; his buddies stood up and surrounded Tadashi in a semicircle, and it was one man against fifteen or sixteen black belts.

If you've ever seen Yamashita's eyes, you'll know what I mean when I say that sometimes it's , like a thundercloud hits him. His eyes radiate an intensity that just isn't human. He looked at his opponent like that, and he looked at the first of this guy's friends, and then the second; he went down the line, and said, "You--I'm going to break your left arm." He told them what he was going to do to them anatomically. "I'm going to break your arm, I'm going to break your jaw in six places, I'm going to break your leg," right down the line, telling them what he was going to do, how severely, and in what order. They all just sat back down and left their buddies standing there. He literally cowed all

those guys. But when he looks at you like that and tells you these things, you have no doubt that he *can* do what he tells you he *will* do. He has absolute confidence and a deadly command of his skills. The guy was left alone, so he went over and bowed out. This is one of several incidents that led me to say, "This guy doesn't belong in this century." That kind of fearlessness is unreal. He has no fear whatsoever. I said, "He's the perfect warrior; he doesn't belong in this time. He's a samurai in the Twentieth Century. He's a man who was born out of time.' That's how *Sensei* came about.

That incident points out his sense of right and wrong, his sense of honor. This is the sort of dignity that is especially strong among martial artists. As I write *Sensei*, some of the things this guy does may seem really precipitous to us, but I can envision somebody else, like the character Tadashi, establishing these limits.

What else are you working on besides *Sensei*?

I'm doing a four-issue run on the *Badger* Mike Baron does *Badger Goes Berserk*. I did the last Ron Lim issue--that was the one where we did the videotaped action scenes. I think that turned out just great; it may have been Ron's best issue.

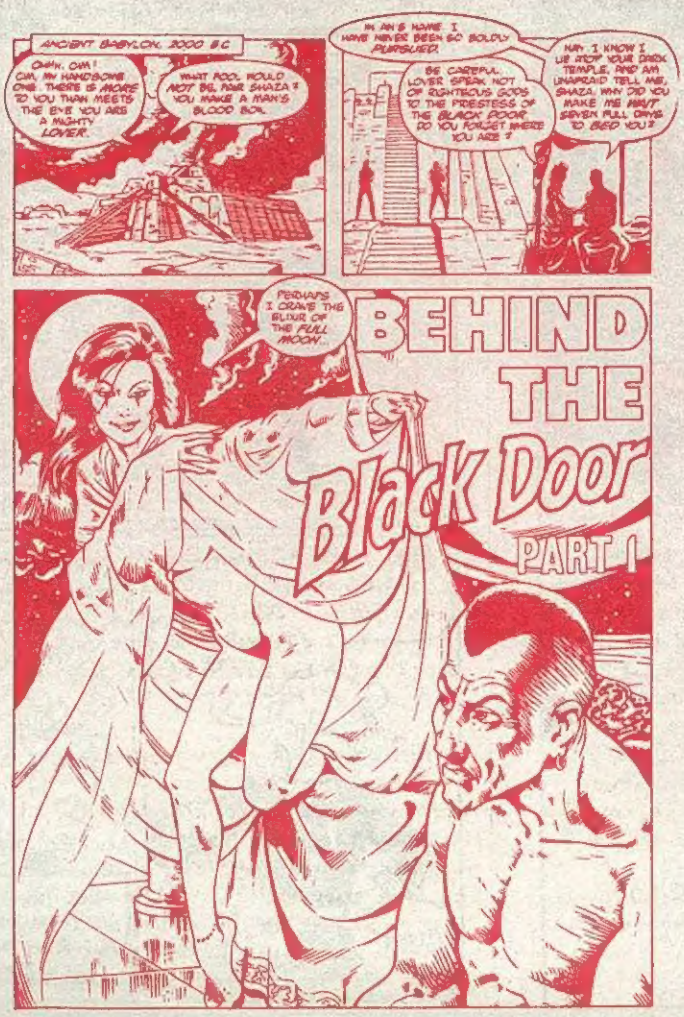
I'm then doing three issues with Tim Vigil, a really popular artist who is well known for his work on *Grips* and *Faust*. Tim's work is exciting, and I think sales are reflecting that. In our first issue, I took a story about a ritual fist fight between villages in the Bolivian Andes; the Indians come down to this village and each year they drink and they punch each other out-- it's crazy! I did a story based on that.

In *Badger* #53 and #54, I have a story called "Behind the Black Door." Ham gets involved; I *love* that character, he's a great character to write. Ham is going to be sacrificed to an ancient Babylonian god, and Badger has to come to his rescue. I get to write Ham a lot and I have a lot of action as well.

Then we're doing a four issue miniseries with Judah Macabee, one of my favorite guys, called *The Hammer of God*. Mike Baron is scripting issues 1 and 3, and I'll be scripting issues 2 and 4. Steve Epting is the artist on that; the initial art is in on that series and I've had a chance to see it, and it's dynamite. I worked with Steve on Judah back-up stories in *Nexus* for a while and loved his work; I wanted to do more work with him, and I had a chance with this series.

I'm also continuing to do two titles for Jademan, *Drunken Fist* and the *Force of Buddha's Palm*.

I'm also doing a continuing series in a magazine that's that's just coming out called *Kicks*. There's been one issue out, and then there was a delay, but it's getting back on schedule now. It's a martial arts series that I'm doing with Mark Heike and Bill Black and Bill Jaaska on that series; the art is beautiful on that. It's a nice little story. This isn't from a standard comics company; it's from a martial arts publishing company that also does a magazine called *Fighter International*. They wanted to do a magazine aimed at the youth market, twelve to fourteen year olds, and they wanted a martial arts comic in it, so we got together and worked on that and it's turning out real well.


ANCIENT BABYLON, 2000 B.C.
OHHH, OHH! OH, MY HANDSOME ONE. THERE IS MORE TO YOU THAN MEETS THE EYE! YOU ARE A MIGHTY LOVER.
WHAT FOOL WOULD NOT BE, NOW SHAZA? YOU MAKE A MAN'S BLOOD BOIL.
IN AN'S NAME, I HAVE NEVER BEEN SO BOLDLY PURSUED!
BE CAREFUL, LOVER! SPEAK NOT OF RIGHTEOUS GODS TO THE PRIESTESS OF THE BLACK DOOR! DO YOU FORGET WHERE YOU ARE?
NAY, I KNOW I LIE! STOP YOUR DARK TEMPLE, AND AM UNMANED! TELL ME, SHAZA, WHY DID YOU MAKE ME WAIT SEVEN FULL DAYS TO BED YOU?
PERHAPS I CRAVE THE BLOOD OF THE FULL MOON.
BEHIND THE Black Door
PART I

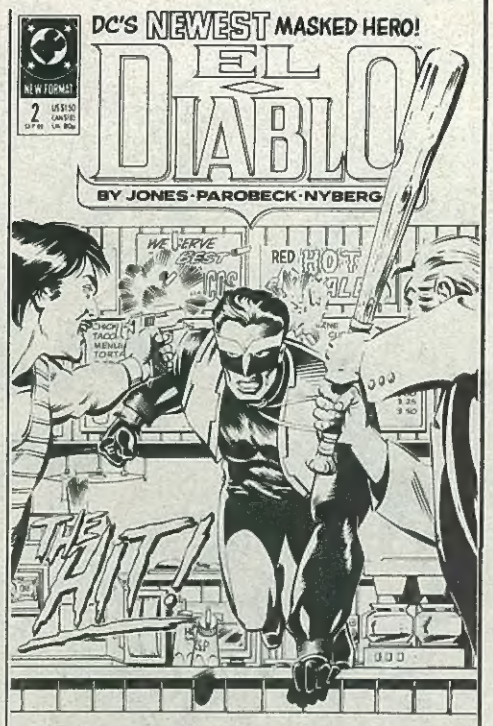
CSN QUICKLIST

The upcoming comics quicklist is a listing of scheduled titles and the dates that they should arrive in comics shops across the country. That doesn't mean that the books will always be in your shop on the date listed: some publishers ship from different parts of the country, and the farther away the publisher is from your local comic shop, the longer it will take the books to get to you.

Each entry presents the title and number of the book, followed by the release date; if a title doesn't have a scheduled release date, we don't give you a date. After that is the Publisher of the comic and the price. This quicklist presents the titles that are supposed to ship during the rest of July. A complete checklist of titles due in August will appear in *CSN 110.*

❑***Abyss 2*** Dark Horse $2.25
❑***Aliens II 2*** Dark Horse $2.25
❑***Amazing Heroes 170*** Fantagraphics $4.95
❑***Amazing Spider-Man 324*** 7/20 Marvel $1
❑***Archie at Riverdale High 604*** 7/27 Archie .95
❑***Avengers 309*** 7/20 Marvel $1
❑***Batman 438*** 7/20 DC $1
❑***Betty & Me 149*** 7/27 Archie .95
❑***Betty & Veronica Annual Digest 2*** 7/20 Archie $1.50
❑***Betty's Diary 29*** 7/20 Archie .95
❑***Cadillacs & Dinosaurs*** Kitchen Sink $12.95/$25
❑***Caliber Presents 7*** Caliber $1.95
❑***Captain America 362*** 7/20 Marvel $1
❑***Cerebus 124*** Aardvark-Vanaheim $2
❑***Cerebus Bi-Weekly 18*** Aardvark-Vanaheim $1.25
❑***Checkmate 20*** 7/27 DC $1.50
❑***Cheval Noir 1*** Dark Horse $3.50
❑***City of Light GN*** Fantagraphics $9.95
❑***Classic X-Men 39*** 7/27 Marvel $1.25
❑***Conan 224*** 7/20 Marvel $1
❑***Conan Saga 30*** 7/27 Marvel $2.25
❑***Count Duckula 7*** 7/27 Marvel $1
❑***Critters 43*** Fantagraphics J$2
❑***Dark Assassin 1*** Greater Mercury $2
❑***Dark Horse Presents 33*** Dark Horse $2.25

❑***Deadworld 16*** Caliber $1.95
❑***Death's Head 9*** 7/27 Marvel $1.75
❑***Desert Streams TPB*** 7/27 Piranha $5.95
❑***Detective 604*** 7/27 DC $1
❑***Dinosaurs for Hire 9*** Eternity $1.95
❑***Doc Savage 12*** 7/20 DC $1.75
❑***Doctor Fate Annual 1*** 7/27 Marvel $1.50
❑***Doctor Strange 9*** 7/27 Marvel $1.50
❑***Dragonlance 11*** 7/27 DC $1.50
❑***Duck Tales 10*** 7/27 Gladstone $1.50
❑***El Diablo 2*** 7/27 DC $1.50
❑***Elektra II Poster*** 7/20 Marvel $4.95
❑***Elektra Saga TPB*** 7/27 Marvel $16.95
❑***Elflord 31*** Aircel $1.95
❑***Excalibur 14*** 7/20 Marvel $1.50
❑***Fantastic Four 332*** 7/27 Marvel $1
❑***Fantastic Four Annual 22*** 7/20 Marvel $2
❑***Femforce 20*** AC $2.50
❑***Femforce Button Set*** AC $6
❑***Firestorm 33*** 7/20 DC $1
❑***Fish Police 18*** Apple $1.95
❑***Flash 30*** 7/20 DC $1
❑***Fright Night 12*** NOW $1.75
❑***Fu Manchu GN*** Eternity $9.95
❑***Further Adventures of Batman PB*** Warner $3.95
❑***Gammarauders 7*** 7/20 DC $2
❑***Get Lost 3*** New $1.95
❑***Ghosbusters II 3*** NOW $1.95
❑***GI Joe 92*** 7/20 Marvel $1
❑***Gizmo and the Fugitoid 2*** Mirage $1.75
❑***Green Arrow 23*** 7/27 DC $1.25



❑***Hawk and Dove 4*** 7/27 DC $1
❑***Hawkworld 2*** 7/20 DC $3.95
❑***Haywire 13*** 7/20 DC $1.50
❑***Hellblazer 22*** 7/27 DC $1.50
❑***Hero Alliance 3*** Innovation $1.95
❑***Hero Hotline 6*** 7/27 DC $1.75
❑***Huntress 6*** 7/20 DC $1
❑***Incredible Hulk 361*** 7/20 Marvel $1
❑***Indiana Jones & the Last Crusade 4*** 7/20 Marvel $1

...AND OUR FLASHBACK-RECAP OF OUR STORY "INTRODUCING KID ULTRAGUY" CONTINUES...!
HEY!
A FLASHBACK?!
SO THAT'S WHY I GET SHOT IN THE HAND... AGAIN?!
...ER... ARE YOU TALKING TO ME?
NO, I'M TALKING TO THE SPECIAL EFFECTS...!
CLENCH
OF COURSE I'M TALKING TO YOU!
WELL... FOR THE READERS, THIS FLASHBACK IS DONE TO FAMILIARIZE EVERYONE WITH WHERE THINGS WERE HEADED IN THE STORY.
HEY-- TRUE FANS WOULDA KEPT THE BACK-ISSUES.
WELL, SURE! BUT YOU CAN'T EXPECT THEM TO GO DIG THEM UP. IT'S A COURTESY WE PERFORM TO CONDENSE AND RETELL THE LAST MONTHS' STORY!
...SO I HAVE TO GO THRU ALL THIS CRAP AGAIN?
DON'T FORGET ME!
GUY'S WARD, ULTRA-BABY
WELL-- YEAH.
BESIDES... THIS WAY THE WRITER AND THE ARTIST CAN GET EXTRA MONEY FOR TELLING THE SAME STORY TWICE.
REMEMBER-- THEY'RE PAID BY THE PAGE, NOT BY THE PLOT..!
UH-HUNH...
MAN-- THESE CONTINUED STORIES AND FLASHBACKS ARE QUITE A DEAL--- IF YOU'RE THE WRITER!
GLAH!
FOR EVERYONE ELSE IT'S SOMETHING OF A RIP!
WELL-- THINK OF IT ALL AS NOT SO MUCH A FLASHBACK AS PART OF A BRAND NEW EPIC ADVENTURE!
YEAH-- YEAH-- HOW LONG IS THIS FLASHB--ER?-- "EPIC ADVENTURE" GOING TO TAKE?
WE'D BE DONE BY NOW IF YOU'D QUIT WHINING--!
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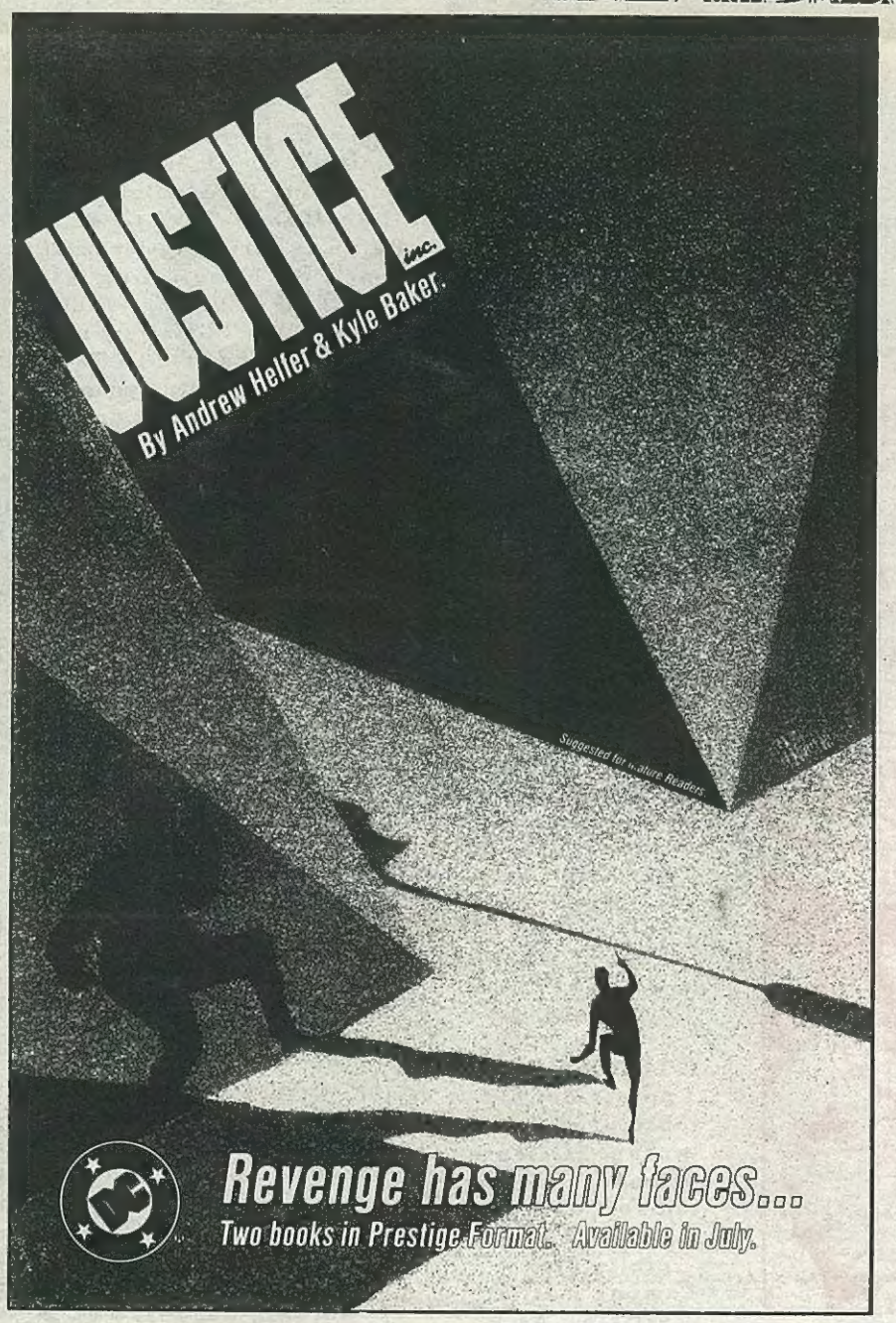
ART: C.J. SILVANIS 6/23


JUSTICE inc.
By Andrew Helfer & Kyle Baker.
Suggested for mature Readers
Revenge has many faces...
Two books in Prestige Format. Available in July.

CSN QUICKLIST

❑***It's Science With Dr. Radium 9*** Slave Labor $1.95
❑***Jazz Age Chronicles 4*** EF Graphics $1.50
❑***Judge Dredd Crime File Vol. 1*** Quality $5.95
❑***Jughead Jones Digest 59*** 7/20 Archie $1.50
❑***Justice Inc. 2*** 7/27 DC $3.95

❑***Kurtzman Komix 1*** Kitchen Sink $1.50
❑***Last Generation: Book One TPB*** Claiber $6.95
❑***Laugh 17*** 7/20 Arhcie .95
❑***Law of Dredd 4*** Quality $1.50
❑***Leather and Lace 1*** Aircel $2.50/$1.95
❑***Love & Rockets 31*** Fantagraphics $2.50
❑***Love & Rockets Book 7*** Fantagraphics $12.95/$35/$45
❑***Lt. Blueberry GN 1*** 7/27 Marvel $12.95
❑***Mai the Psychic Girl Vol 3 TPB*** 7/27 Viz $16.95
❑***Manhunter 17*** 7/20 DC $1
❑***Marvel Age 80*** 7/20 Marvel .75
❑***Marvel Comics 33*** 7/27 Marvel $1.25
❑***Marvel Tales 229*** 7/20 Marvel $1
❑***Master 1*** New $1.95
❑***Megalith 3*** Continuity $2
❑***Megaton Man 1 2nd edition*** Kitchen Sink $2
❑***Melting Pot 2*** Mirage $3.50
❑***Mickey & Donald 15*** 7/27 Gladstone .95
❑***Mister Miracle 8*** 7/27 DC $1
❑***Moon Knight 6*** 7/27 Marvel $1.50
❑***Mr. X Vol 2 4*** 7/27 Vortex $2

❑***Ms. Mystic 5*** Continuity $2
❑***Mutants Poster*** 7/20 Marvel $4.95
❑***Nam 36*** 7/27 Marvel $1.50
❑***New Archies 18*** 7/27 Archie .95
❑***New Power Stars 1*** Bluce Comet $2
❑***New Titans 58*** 7/27 DC $1.75
❑***Nexus Legends 7*** 7/20 First $1.50
❑***Ninja High School 14*** Eternity $1.95
❑***Omen 4*** Northstar $2
❑***Outlanders 8*** Dark Horse $2.25
❑***Police Academy 1*** 7/20 Marvel $1
❑***Post Brothers 15*** 7/27 Vortex $2
❑***Power Pack 50*** 7/20 Marvel j$1.95
❑***Puma Blues 25*** Mirage a $1.75
❑***Punisher 25*** 7/20 Marvel $1.50
❑***Punisher VI Poster*** 7/20 Marvel $4.95
❑***Punisher War Journal 10*** 7/27 Marvel $1.50
❑***Rocketeer Adventure Magazine 2*** 7/27 Comico $2.75
❑***Sable 21*** 7/27 First $1.95
❑***Savage Sword of Conan 165*** 7/13 Marvel $2.25
❑***Scimidar 2*** Eternity $2.25
❑***Scout: War Shaman 16*** 7/20 Eclipse $1.95
❑***Secret Origins 44*** 7/27 Dc $1.50
❑***Sensei 3*** 7/27 First $2.75
❑***Shadowland 1*** Fantagraphics $2.25
❑***Shadowmasters 2*** 7/20 Marvel $3.95
❑***Shattered Earth 8*** Eternity $1.95
❑***Sherlock Holmes 13*** Eternity $1.95
❑***SHIELD 3*** 7/20 Marvel $1.50
❑***Shuriken: Cold Steel 1*** Eternity .95
❑***Sidney Mellon's Thunderskull 1*** Slave Labor $1.95
❑***Silver Surfer 29*** 7/20 Marvel $1
❑***Simon Girty LTD Print*** 4Winds $40
❑***Sleeze Brothers 1*** Marvel $1.75
❑***Specatcular Spider-Man 156*** 7/27 Marvel $1
❑***Speed Racer 25*** NOW $1.75
❑***Spicy Tales 10*** Eternity $1.95
❑***Spider-Man V Poster*** 7/20 Marvel $4.95
❑***Spirit 57*** Kitchen Sink $2
❑***Star Blazers 3*** 7/20 Comico $2.50
❑***Stickboy 2*** Fantagraphics $2.50
❑***Stormwatcher 3*** 7/27 Eclipse $2
❑***Strontium Dog 27*** Quality $1.50
❑***Subterra GN*** 4Winds $8.98
❑***Superman 35*** 7/27 DC .75

Have you seen anything in this issue of ***Comic Shop News*** that you can't live without? Make sure you don't miss it; clip this handy coupon and write down the things that you want you comics shop owner to be sure to get for you!

Name_____

Address _____

_____

Phone _____

I gotta have 'em! Please reserve for me the following items mentioned in ***Comic Shop News!***

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Be sure to give this to your retailer. **Do not send it to *CSN!*** Your comics shop will make every effort to get the items you want; some items may require a down payment before your shop owner can get them for you; be sure to ask!

❑***Thor 409*** 7/27 Marvel $1
❑***Toadswart GN*** 7/20 Eclipse $9.95
❑***Toyboy 9*** Continuity $2
❑***Transformers 58*** 7/27 Marvel $1
❑***Trekker Color Speical 1*** Dark Horse $2.95
❑***Trollords: Death and Kisses 1*** Apple $1.95
❑***Trouble With Girls 5*** Eternity $1.95
❑***Uncensored Mouse 8*** Eternity $2.50

❑***Uncle Scrooge ADventures 18*** 7/20 Gladstone .95
❑***Unknown Soldier 10*** 7/20 DC $1.75
❑***Vampire LeStat 1*** Innovation $2.50
❑***Veronica 4*** 7/20 Archie .95
❑***Vietnam Journal 13*** Apple $1.95
❑***Walt Disney's Comics & Stories 544*** 7/20 Gladstone $1.50
❑***War of the Worlds 5*** Etenrity $1.95
❑***Warlock Five Book II 2*** Aircel $2
❑***What If? 5*** 7/20 Marvel $1.25
❑***Wolverine 16*** 7/27 Marvel $1.50
❑***Wonder Woman 34*** 7/20 DC $1
❑***Wonder Woman Annual 2*** 7/27 DC $2
❑***World War 3 Collection TPB*** Fantagraphics $12.95
❑***X-Factor 46*** 7/27 Marvel $1
❑***X-Men 252*** 7/20 Marvel $1
❑***Zero Patrol 6*** Continuity $2

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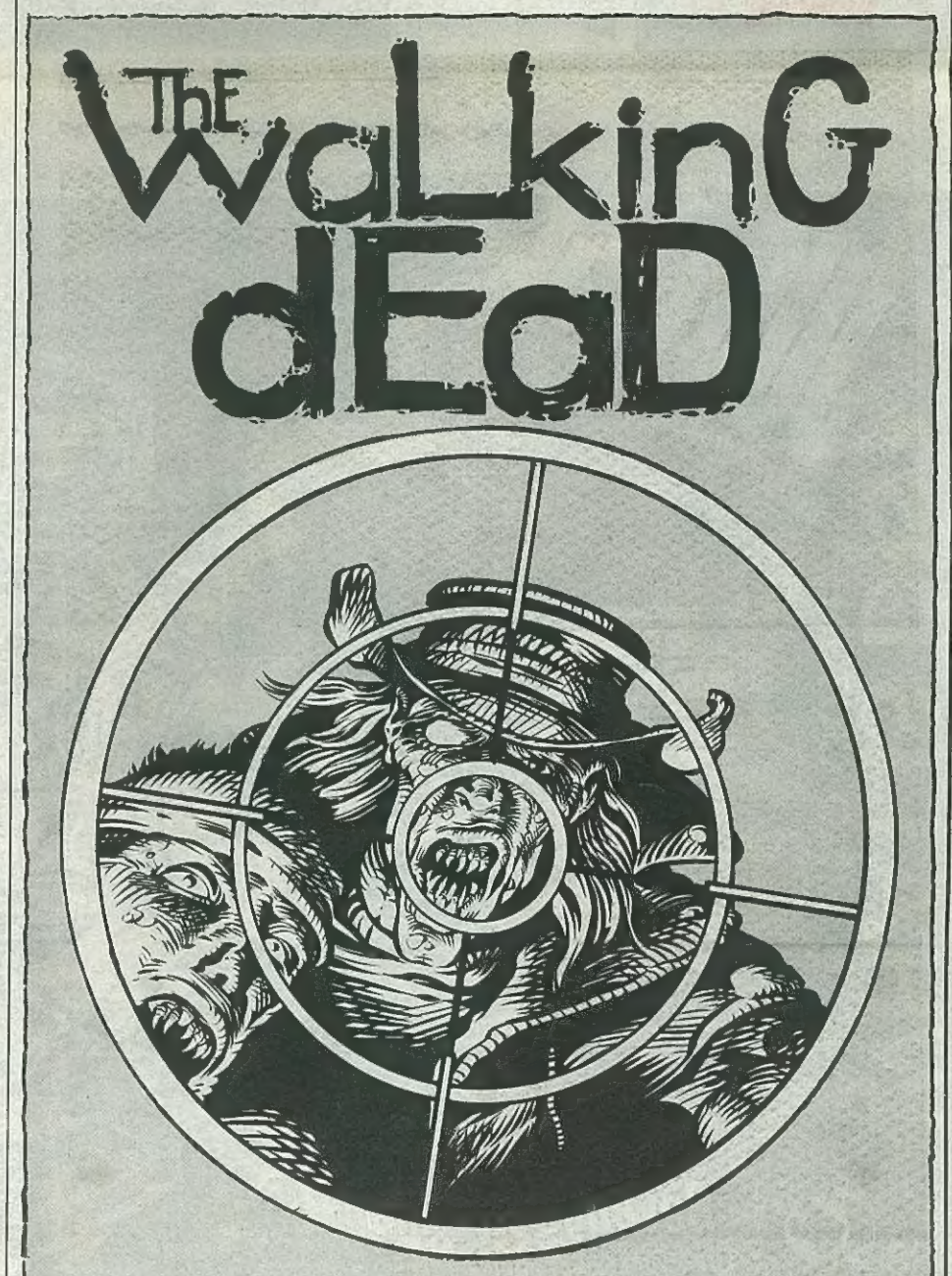
The WaLkinG dEaD
COMING IN SEPTEMBER · AIRCEL
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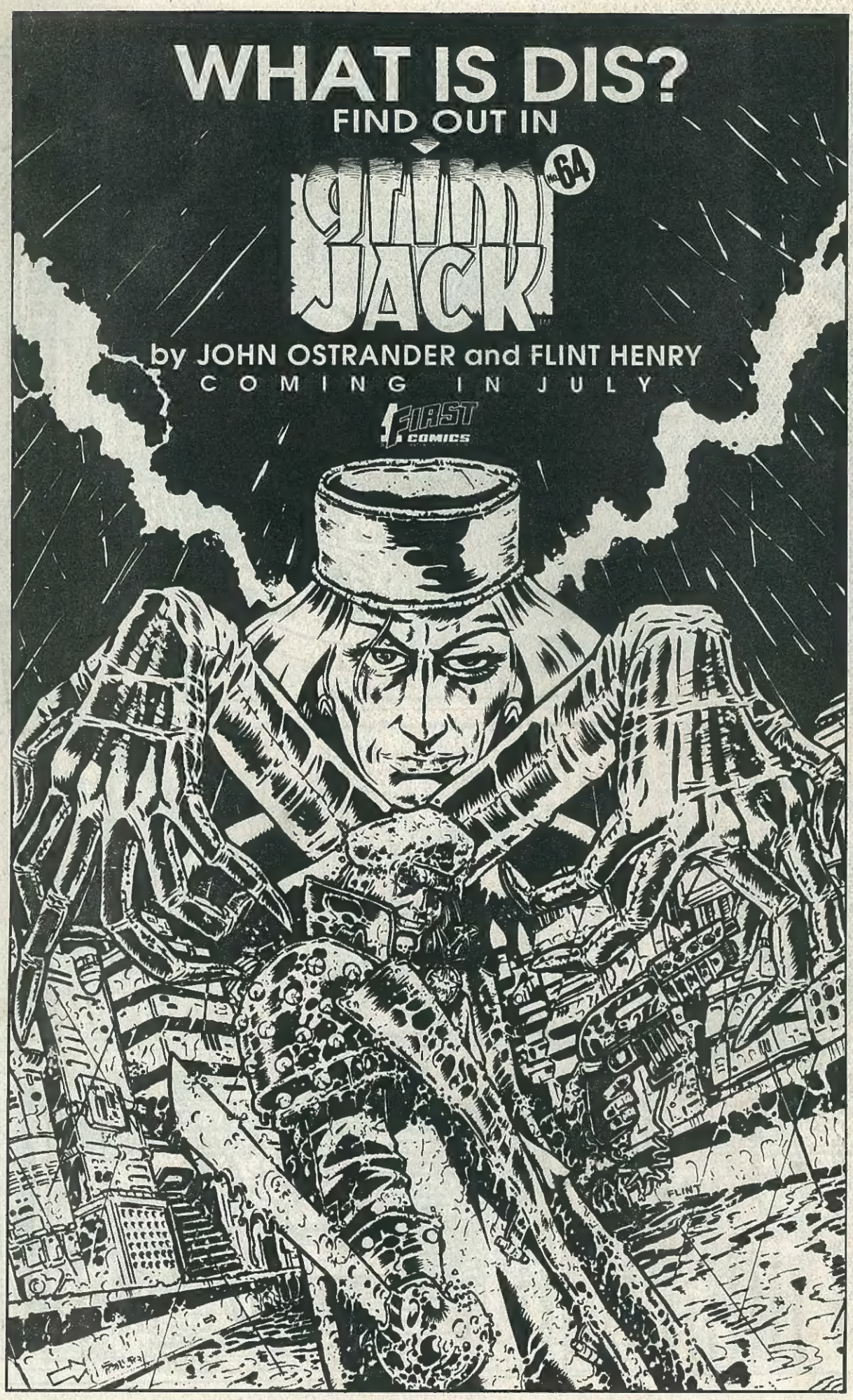
WHAT IS DIS?
FIND OUT IN
GRIM JACK
No. 64
by JOHN OSTRANDER and FLINT HENRY
COMING IN JULY
FIRST COMICS
FLINT